

PLAYER AID



WEAPON PENETRATION CHART

PENETRATION FACTOR	MECH ARMOR CLASS					
	1	2	3	4	5	6
1	3+,	5+,	6\3+,	NE	NE	NE
2	2+,	3+,	5+,	6\3+,	NE	NE
3	2+,	2+,	3+,	5+,	6\3+,	NE
4	A	2+,	2+,	3+,	5+,	6\3+,
5	A	A	2+,	2+,	3+,	5+,
6	A	A	A	2+,	2+,	3+,

NE – NO EFFECT

A – AUTOMATIC PENETRATION

6\3+ – ROLL IN A D6 A NATURAL 6 AND ROLL AGAIN IN A D6. THE ROLL OF 3+ PENETRATES IN THE MECH ARMOUR

NEW WEAPON PENETRATION CHART

PENETRATION FACTOR	ARMOR CLASS					
	4	5	6	7	8	9
3	NE	NE	NE	NE	NE	NE
4	6\3+,	NE	NE	NE	NE	NE
5	5+,	6\3+,	NE	NE	NE	NE
6	3+,	4+,	5+,	6\3+,	NE	NE
7	2+,	3+,	4+,	5+,	6\3+,	NE
8	A	2+	3+,	4+,	5+,	6\3+,

NE – NO EFFECT

A – AUTOMATIC PENETRATION

6\3+ – ROLL IN A D6 A NATURAL 6 AND ROLL AGAIN IN A D6. THE ROLL OF 3+ PENETRATES IN THE MECH ARMOUR

MECHS GUNS PENETRATION FACTOR

CALIBER	RANGE	PF
45/47 MM	40 INCHES	2
75MM L/43-48	50 INCHES	3
76MM/ 75MM L/70	50 INCHES	4
88LL	60 INCHES	5
110 MM	60 INCHES	6
100 MM	60 INCHES	6

INFANTRY ANTI TANK WEAPONS

WEAPON	RANGE	PF	COUNTRY
SEMONOV MK2	25 INCHES	3	SOVIET
PANZERFAUST *	6 INCHES	4	FUN/WK
BAZZOKA *	10 INCHES	3	FUN

Kerum 525 overload (optional rule)

Roll	Effect
1	The Bell has a critical overload and explodes killing all units in a radius of 5 inches from their center. No save. Giant Units receives an automatic hit.
2,3,4	nothing happens
5	The bell does not move on the next turn but can fire normally.
6	The bell does not activate the Black Bean Ray on the next turn due to a problem with the shooting mechanism.

CRITICAL HIT TABLE

1 – **Armor Destroyed, Pilot Killed.** The shot penetrates the upper part of the mech, destroying the head and killing the pilot.

2 – **Right Side Paralyzed** – Pilot loses control of servo motors from the right side. If the weaponry is on the right, it can't be used. Mech loses half of its movement and decreases its Melee bonus by half (rounded down).

3 – **Left Side Paralyzed** – Pilot loses control of servo motors from the left side. If the weaponry is on the right, it can't be used. Mech loses half of its movement and decreases its Melee bonus by half (rounded down).

4 – **Mech Paralyzed** – All servo motors systems are paralyzed, stopping any action from the mech. The pilot will die in 3 turns due to lack of air inside the mech. The mech is destroyed

5 – **Shot Penetrates Mech** – Pilot has to make a saving throw. In a result of 3 or more, the pilot dies, else nothing happens

6 – **Damaged Controls** – The shot penetrates the mech and damages the controls, provoking a dead halt (it can't be fixed in the battlefield). The pilot must make a saving throw rolling 3 or more to make something work. If fails he dies in 3 turns and the mech is destroyed. If he saves, the player must make a test every beginning of the turn to check if something starts working again. Roll a d6 6 results the Mech is operational for this turn, else is still halted.

Double Barrel Table

Roll	Effect
1,2,3,4	nothing happens
5,6	Jammed cannons, 1 turn to put them back operational. On the next turn he can not attack with the cannons.

HOT WAR

PROFILE

VIKTOR (80 POINTS)

WEAPON	RANGE	PF	COUNTRY
PANZERFAUST *	6 INCHES	4	FUN

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	2	2	2	2	1 HMG PANZERFAUST FLAMETHROWER



PROFILE

ZWEIHÄNDER (150 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
7 INCHES	3	4	3	4	2 HMG 88LL GUN



PROFILE

KUGELPANZER (50 POINTS HMG VERSION - 70 POINTS 37MM GUN/FLAME)

MOV	WOUNDS	FA	RA	SA	WEAPONS
20 INCHES	1	2	1	2	1 HMG OR 37MM GUN OR FLAMETHROWER



PROFILE

DIE GLOCKE (250 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	1	4	4	4	RADIATION BLACK RAY BEAN PORTAL



PROFILE

GASOLINE COWBOY (150 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
6 INCHES	3	4	2	4	75 L 43-48 2 HMG



PROFILE

THE RED DEVIL (120 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
5 INCHES	3	4	3	3	2 75 L 43 CANNON 1 HMG



PROFILE

IRON COMRADE (140 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	3	3	1	3	76 MM 2 HMG



PROFILE

IRON COMRADE (140 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
7 INCHES	3	4	2	4	4 47MM * 2 HMG

*works like a 88mm gun



WERWOLF KORPS

WWK – INFANTRY (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

WWK – FELDWEBEL (SERGEANT) (25 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

WWK – ASSAULT PLATOON (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	HMG, GRENADES, PISTOL, BAZZOKA, FLAMETROWER

WWK – ASSAULT PLATOON OBERLEUTNANT (30 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	11	10	SMG, GRENADES, PISTOL

KORNDÄMONEN (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	1	10	9	+3 MELEE,

DRUDE (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	2	11	6	+2 MELEE, 20 MM GUN

UNTOTE KRIEGER (5 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	1	-	-	BOMB

GERMAN ARMY – WW2

GERMAN WERMACHT- SOLDAT (INFANTRY) (10 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	CARBINE, GRENADES, PISTOL

GERMAN WERMACHT – FELDWEBEL (SERGEANT) (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

WAFFEN SS – SCHÜTZE (INFANTRY) (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	7	SMG, GRENADES, PISTOL

WAFFEN SS- OBERSCHARFÜHRER (SERGEANT) (30 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

LUFTWAFFE FALLSCHIRMJÄGER- JÄGER (AIRBORNE) (16 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, GRENADES, PISTOL

LUFTWAFFE FALLSCHIRMJÄGER- FELDWEBEL (SERGEANT) (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

SCHWARZ GEIST (200 POINTS)

MOV	W	MO	INT	WEAPONS
9 INCHES	2	-	7	RADIATION, +3 MELEE NATURAL ARMOR 3

FREE UNITED NATIONS

FREE UNITED NATIONS - INFANTRY (10 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, CARBINE, PISTOL

FREE UNITED NATIONS - INFANTRY SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

FREE UNITED NATIONS - ASSAULT PLATOON (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	HMG, GRENADES, PISTOL, BAZZOKA, FLAMETROWER

FREE UNITED NATIONS - ASSAULT PLATOON SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

PALADINS OF FREEDOM (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	2	11	10	+2 MELEE, , SMG, GRENADES, PISTOL



★ USA ARMY - WW2

USA ARMY- INFANTRY (8 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	7	6	CARBINE, GRENADES, PISTOL

USA ARMY - INFANTRY SERGEANT (12 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, GRENADES, PISTOL

USA ARMY- MARINES (10 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	6	CARBINE, GRENADES, PISTOL

USA ARMY - MARINE SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	7	SMG, GRENADES, PISTOL

USA ARMY- AIRBORNE (12 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	CARBINE, GRENADES, PISTOL

USA ARMY - AIRBORNE SERGEANT (22 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

PLATOON COMPOSITION

1 SARGENT
9 INFANTRY

RUSSIAN FEDERATION

RUSSIAN FEDERATION - INFANTRY (8 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, CARBINE, PISTOL

RUSSIAN FEDERATION - INFANTRY SERGEANT (18 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

RUSSIAN FEDERATION - ASSAULT PLATOON (14 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	HMG, GRENADES, PISTOL, BAZZOKA, FLAMETHROWER

RUSSIAN FEDERATION - ASSAULT PLATOON SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

SIMIAN PROLETARIANS (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	2	11	6	+3 MELEE., HMG



★ RUSSIAN RED ARMY - WW2

RED ARMY- INFANTRY (8 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	6	6	CARBINE, GRENADES

RED ARMY - POLITIC COMISSAIR (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	7	SMG, GRENADES, PISTOL

RED ARMY - GUARDS (12 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	7	6	CARBINE, GRENADES, PISTOL

RED ARMY - SARGENT (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, GRENADES, PISTOL

RED ARMY - NAVAL INFANTRY

M	W	MO	INT	WEAPONS
2 INCH	1	7	6	CARBINE, GRENADES, PISTOL

RED ARMY- WOMEN INFANTRY (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	CARBINE , GRENADES

PLATOON COMPOSITION

1 SARGENT
9 INFANTRY

PROFILE

VISITORS (150 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
4 INCH	1	11	11	+1 MELEE, DEATH RAY FORCE SHIELD MENTAL BLAST

Units Profiles

ZAUBER KOMMANDO (80 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
3 INCH	1	11	11	-1 MELEE, SMG, GRENADES

CELESTIAL STAR (75 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
4 INCH	1	10	11	CARBINES, PISTOLS AND GRENADES

CAYCE DIVISION (85 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
4 INCH	1	11	11	CARBINES, PISTOLS AND GRENADES

List of Basic Spells

Name - Mind Control

Description - Controls a unit for 1d6 turns

Target - Affects a single unit (1 infantry base, 1 Mech, 1 tank, etc)

Effect - The opponent's unit is controlled by the player. Does not affect any type of undead

Save - Int test with 2d6

Line of Sight - Yes

Range - 10 inches

Reload - Until the controlled unit is eliminated or the effect of the control passes turns.

Name - Magic Shield

Description - Creates a magic shield on the mage or an allied unit protecting them from physical attacks

Target - Affects a single unit ((1 infantry base, 1 Mech, 1 tank, etc)

Effect - The mage/target has invulnerable for 1d6 turns

Save - None

Line of Sight - yes

Range - The mage themselves or a unit within 4 inches of them

Reload - Until the effect of the shield ends.

Name - Fear

Description - Causes fear in a group of enemy units

Area - Affects all units within a radius of 3 inches

Effect - All units must immediately take a morale test

Save - Int test with 2d6

Line of Sight - Yes

Range - 12 inches

Reload - 2 turns

Name - Paralysis

Description - Paralyzes a unit on the battlefield

Area - Target

Effect - The unit is paralyzed for 1d6 turns, no move or attack (melee has a penalty of -4)

Save -Int test with 2d6

Line of Sight - Yes

Range - 12 inches

Reload - 3 turns

BELL MOVEMENT

TERRAIN	DESCRIPTION	MOVEMENT
Easy	Open terrain, streets, dirt road, stone road, plains, bridges, lakes, deep water, deep rivers	normal
Roughs	woods, scrubs, bushes, ruins, shallow water, marshes, mud, soft sand, stairs, steps, ladders, tropical forests, desnse foliage and debris.	normal
Obstacles	walls, rocks, building walls, etc	stop

GARGANTUA (1200 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	8	8	4	7	12 100 MM GUNS - SIDE 2 NAVAL GUNS 280 CM 24 HMG 6 AV2 ROCKETS 4 AA 37 MM GUNS

EMP TANK PROFILES

Name	Mv	Gun	FA	SA	RA	Machineguns	Year	Points	Note
Sherman M4A1	10 in	-	3	2	1	2 HMG	1949 -	100	EMP
T 34/85	8 in	-	4	2	1	2 HMG	1949-	110	EMP

ROCKET WEAPONS

WEAPON	RANGE	PF	COUNTRY
HAMMER ROCKET	25 INCHES	8	FUN
STALIN'S FIST	20 INCHES	9	SOVIET

EMP EFFECTS

1 - Electronic Brain - The Gargantua has its Electronic Brain paralyzed for 1 turn. In this case, the vehicle is immobilized without action on the next game turn.

2 - Motors and Servo Mechanisms - The Gargantua has these systems stalled for 1d6 turns. In this case the vehicle does not move, rotate its turret or fire rockets. However the cannons are operational.

3 - Rocket System - The Gargantua has its rocket system paralyzed and cannot fire this weapon for 1d6 turns.

4,5,6 - No effect

GUNS PENETRATION FACTOR

CALIBER	RANGE	PF
100 MM	60 INCHES	6
280 CM	GAME TABLE	9

ROCKET CRITICAL HIT TABLE

1 – Eletronic Brain Destroyed - The shot penetrates the upper part of the Gargantua, destroying the Eletronic brain. The unit are destroyed.

2 – Damaged Controls – The shot penetrates the Gargantua and damages the controls, provoking a dead halt (it can't be fixed in the battlefield). At the start of a new turn the player controlling Gargantua must roll 1d6, if the result is 5 or 6 the unit acts normally on the turn, otherwise it has no action on it. This is done until the end of the game.

3 – Engines – The engines are hit and the Gargantua no longer moves. Roll 1d6 if the result is 6, the engines explode destroying the vehicle.

4 – Gun Turret – The gears of the naval gun turret are destroyed. The cannon can no longer rotate, remaining in this position until the end of the game.

5 – Side guns - Roll 1d6 the number is the position of the destroyed cannon on the side hit by the rocket. example: s and the result is 2, the cannon at position 2 is destroyed.

6 –Main Structure - Gargantua takes one extra point of damage.